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Walmart **Gamecenter**

ISSUE 26

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SNEAK PREVIEWS


DYING LIGHT
THE ORDER: 1886
RESIDENT EVIL: REVELATIONS 2

10 SECRETS OF

**SUNSET
OVERDRIVE**

EVOLVE

THE FUTURE OF MULTIPLAYER GAMING



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GIVE YOU TIME
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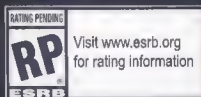
 **Polygon™**

 PS4

 XBOX ONE

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 PC
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Experience the world of *Resident Evil* like you never have before: with a friend. *Resident Evil: Revelations 2* offers the series' first co-operative online play, so you can share the fear!

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Age 2



Age 6

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cover story

EVOLVE

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The most anticipated title of the new year is coming! Find out what makes *Evolve* the first must-play game of 2015 and why you will be talking about it until 2016.



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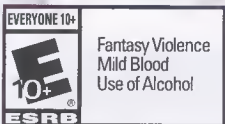
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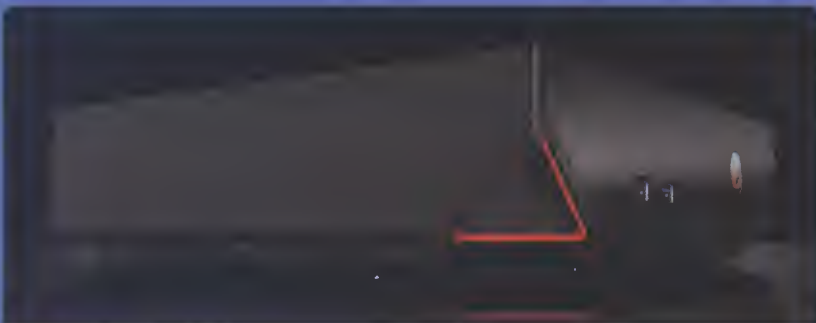
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welcome

FROM THE PUBLISHER



KEEPING IT FRESH

The editors of Walmart GameCenter magazine have one thing in common: We all LOVE videogames.

We play at home on our consoles, we play while traveling with our portables, and we've even been known to dabble with "Puzzles and Dragons" on our cell phones (a favorite of Miyamoto, too).

And yes, we play games on our computers. The problem there always comes down to location. After sitting at our desks writing and editing all day, it's hard to get psyched about staying there to play. Instead, we usually choose to hit the couch or easy chair, pick up a controller, and bask in the glory of our games in front of a large screen.

We live with a bit of jealousy over the incredible graphics produced by today's technologically advanced computers (though the power of the PS4 and Xbox One has tempered that a little) but accept the trade-off because our living rooms are so comfortable.

Then, this month, we got a taste of the future. Dell Computers' new Alienware Alpha is the first fully powered PC to make a comfortable jump to the home entertainment center. Not because of its console-like form or the convenient HDMI output, as others have trod that path before, but because of the unique interface that allows users to launch the machine in "console

mode" and navigate with nothing but an Xbox 360 controller.

Now players can grab some of the latest and greatest computer games such as *Civilization: Beyond Earth* and *The Sims 4*, and kick back for an extended session away from your desk.

Of course, the Alpha also can use any standard PC accessories, so if you want to hook up a keyboard and mouse, you'll have no problem.

Still, adding the Alienware Alpha to the list of top-notch gaming machines only complicates players' decision-making. You have a lot of choices for your gaming budget these days, and it's tough to figure out what is perfect for you.

Thanks to our readers, we are pleased to be entering 2015 with some big plans for Walmart GameCenter magazine. We are continually improving our magazine to display the full spectrum of games and consoles available. We want to make Walmart GameCenter — the place and the magazine — the resource gamers turn to when deciding how to spend their hard-earned money.

Thank you for sticking with us and trusting us to keep you at the center of everything gaming.

STEVE HARRIS
PUBLISHER

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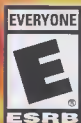
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The Pokémon Company

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GAME ON!

GAMING NEWS, NUMBERS, AND GOSSIP

BY ERIC L. PATTERSON

NINTENDO ANNOUNCES 3DS REMAKE FOR ONE OF THE MOST BELOVED ZELDA GAMES

While you'll never get fans to agree on the best *Zelda* game ever released, one of the long-running favorites among players around the world has been *The Legend of Zelda: Majora's Mask*. Launched on the Nintendo 64 as the follow-up to *Ocarina of Time*, *Majora's Mask* offered up a darker, tenser adventure than players had previously been used to from the franchise.

After Nintendo re-released *Ocarina of Time* on the 3DS as one of its early titles, people wondered if they'd do the same for *Majora's Mask* — and now, that's indeed what will happen. Coming in the spring of 2015, *The Legend of Zelda: Majora's Mask 3D* will take players back to Termina, where Link must not only discover the secrets of the mysterious Skull Kid but also stop the moon from crashing into Clock Town.

"*The Legend of Zelda: Majora's Mask 3D* was actually in development almost immediately after we finished working on *The Legend of Zelda: Ocarina of Time 3D*, which was released in June of 2011," series producer

"MAJORA'S MASK 3D WAS ACTUALLY IN DEVELOPMENT ALMOST IMMEDIATELY AFTER WE FINISHED WORKING ON THE LEGEND OF ZELDA: OCARINA OF TIME 3D."

— EIJI AONUMA, SERIES PRODUCER

Eiji Aonuma wrote in a post on Nintendo's Miiverse. "So, although we've been working on the game for quite some time, we didn't want to say it was being developed until we were at a point where we could proudly say that this is not going to be just another remake and that it's going to be worth your time."

While Nintendo hasn't yet revealed all of the updates *Majora's Mask 3D* will receive over its original incarnation, it has released a look at the significant upgrade to the game's visuals — an upgrade that, of course, supports 3D play.

"We've spent a lot of time making sure the gameplay experience is smoother than in the original version without taking away from this unique world," Aonuma wrote. "I hope those that haven't played the original game, and those of you that played it but gave up midway through will take this opportunity to give the new version a try."

Noting the changes to *Majora's Mask's* graphics, Aonuma wants to reassure those who played through the original that what they loved won't be lost here.

"I should mention that we haven't removed the distinct look and feel unique to this title, so it should live up to this game's Japanese catchphrase, 'This *Zelda* has a scary vibe,'" Aonuma added. "Brace yourselves for what this world has to offer!"

BY THE NUMBERS

7.9 Subscribers (in millions) to Sony's online service, PlayStation Plus

16 Free pieces of DLC developer CD Projekt Red is giving to everyone who purchases *The Witcher 3*

6 Number of episodes in Telltale's *Game of Thrones* adventure series

03.25.2015 New release date for the much-anticipated PS4 exclusive *Bloodborne*

136 Years a *Super Smash Bros. 3DS* player was banned from playing online due to a glitch in the game





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AVALANCHE STUDIOS CLARIFIES DETAILS ON JUST CAUSE 3

Players around the globe burst with excitement when *Just Cause 3* was unveiled in mid-November, but talk around the Internet raised concern about what the game might bring with it.

With rumors swirling that *Just Cause 3* would be a free-to-play release or loaded with huge amounts of required downloadable-content purchases, Avalanche Studios' co-founder and chief creative officer Christofer Sundberg took to his company's website to dispel concerns.

"To be perfectly clear: *Just Cause 3* will be available in 2015 for PlayStation 4, Xbox One, and Windows PC," Sundberg wrote. "It will be distributed as a retail box and digital download. It is not a free-to-play game. It does not feature in-game microtransactions."

JUST CAUSE 3

At the same time, however, Sundberg acknowledged that the search for any details that could be found about a future *Just Cause* game came from players who'd loved the franchise's previous chapters — and who hadn't given up on holding out hope for a return of protagonist Rico Rodriguez, the Latin superspy who oozes James Bond-style panache.

"We've lost count of the times we've been asked that question in the last few years," Sundberg said. "No matter if we've issued a press release about building a new studio, sponsored some event, or posted photos of food to our personal Instagram accounts — the most frequent topic of conversation has somehow always been Rico and his huge sandbox world filled with crazy emergent gameplay."

XBOX ONE ENTICES NEW OWNERS WITH SPECIAL HOLIDAY PRICING

If you've been thinking about jumping into the new generation of Xbox gaming but haven't done so yet, there's never been a better time than the present.

Until January 3, 2015, all Xbox One models — basic consoles and special editions — are \$50 off standard pricing at all local Walmart lo-

cations and online at walmart.com. In conjunction with the special bundles Microsoft has put on store shelves, this means consumers can find some fantastic pricing on the system and its included games, and that's before any additional deals Walmart may have up its sleeve for the rest of the holiday season.

And while the end of this year has plenty of top-notch exclusives for Xbox One owners old and new, Phil Spencer, the head of Xbox, is already talking about what games his company's platform will have for the 2015 holi-

days — and how there may already be too many offerings planned.

"Honestly — and it's not hype at all — I honestly don't know that we can actually ship all the stuff that thinks it's trying to ship next fall," Spencer said recently on Xbox Live director of programming Larry Hryb's podcast. "It just might be too crowded, and we might purposely try to move some things to spread it out."

For now, however, Microsoft's focus is on what's happening with the Xbox One during the next couple of months — and so far, the special bundle pricing and great selection of recent hits has led to the console seeing a huge boost in sales and popularity.



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JANUARY

SAINTS ROW IV: RE-ELECTED
DEEP SILVER / XBOX ONE, PS4

20



DYING LIGHT
WBIE / XBOX ONE, PS4, PC

27

FEBRUARY

EVOLVE
2K / XBOX ONE, PS4, PC

10

KIRBY AND THE RAINBOW CURSE
NINTENDO / Wii U

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DEAD OR ALIVE 5: LAST ROUND
TECMO KOEI / XBOX ONE, PS4

17

THE ORDER: 1886
SCEA / PS4

20



TONY HAWK RETURNS, RARE PREPARES TO REBOOT AN NES CLASSIC, AND HALO 5: GUARDIANS HANDS-ON

As autumn is in full swing and winter's chilly winds threaten to blow in at any moment, you'll typically find the mighty Quatermann indoors, playing through the flood of year-end gaming releases when not digging up dirt on those coming on down the line. Every now and then, however, I still find time to head outdoors and enjoy the sports — such as skateboarding — that signify the season. What? You don't think of skateboarding as a fall activity? Don't tell the king of the kickflip, Tony Hawk, as the Birdman is ready to fly down rails and up ramps 24/7/365. Of course, the Quarter(pipe)man (as I'm known among my skate crew) was always better with a virtual deck, which is why I'm so excited that Tony's returning to gaming! Yes, Mr. Hawk let it slip that he's "currently working with Activision on a console game for 2015 (along with a new mobile game)" and that he thinks "fans of *Tony Hawk's Pro Skater* series will be hyped." Oh, trust me, Tony, I'm hyped. I'm hyped ...

Your ever-faithful Q-meister can't help but be disappointed in the team at Rare since Microsoft purchased the English studio in 2002. Luckily, the current head of Xbox, Phil Spencer, seems to have those plucky Brits working on something that doesn't involve endless hours of calisthenics in front of a Kinect sensor. Nothing against exercise, but don't we all miss those classic Rare games? Spencer recently teased the following on Twitter: "Got to play the new Rare game today. Rare building a uniquely Rare game, as it should be." Yeah, Spencer, you're speaking my language — but what exactly do you have

those chaps across the Pond up to? Wait, what's in this other browser tab over here? Is this a trademark filing for *Battletoads*, recently submitted by the boys in Redmond? Why, yes it is! Microsoft launched the Xbox One with the resurrection of another Rare classic — *Killer Instinct* — so why not dust off another title from the studio's shelf of faves? If I may be so bold, though, Mr. Spencer, I've got two words and an ampersand for Microsoft's next retro revival project: *Wizards & Warriors* ...

Finally, long before its release to awaiting fans around the world, I received a hands-on report of the *Halo 5: Guardians* multiplayer beta from one of my most trusted sources: myself! Yes, the Q-Mann got to jump into a few matches of the next generation of the Xbox's pre-eminent source for online competitive shooters — only giving up my seat when *The Soup* host Joel McHale asked nicely. (Yep, that's right — the Big-Q hobnobs with all the top Hollywood celebs!) Even at this early state, it's looking like a fantastic future indeed. Jetpack dodges, ground pounds, and ledge grabs are just some of the added techniques this Quarter-Spartan used to trounce the competition, and I loved that everything was running at a frame rate smoother than the locally churned, free-range butter that I spread on my organic, gluten-free whole-wheat toast every morning. Hey, when you're living in sunny Southern California, you do as the locals do — and when you're 343 Industries, you prepare a beta nearly a year in advance to make sure all of the rabid *Halo* fans are happy with your second attempt at the legendary franchise ...

WALMART'S TOP SELLERS

THIS MONTH'S TOP-SELLING VIDEOGAMES ...

- CALL OF DUTY: ADVANCED WARFARE**
ACTIVISION
XBOX ONE, PS4, XBOX 360, PS3
- GRAND THEFT AUTO V**
ROCKSTAR GAMES
XBOX 360, PS3
- NBA 2K15**
2K
XBOX ONE, PS4, XBOX 360, PS3
- MADDEN NFL 15**
EA SPORTS
XBOX ONE, PS4, XBOX 360, PS3
- ASSASSIN'S CREED: UNITY**
UBISOFT
XBOX ONE, PS4
- HALO: MASTER CHIEF COLLECTION**
MICROSOFT
XBOX ONE
- WWE 2K15**
2K
XBOX ONE, PS4, XBOX 360, PS3
- FAR CRY 4**
UBISOFT
XBOX ONE, PS4, XBOX 360, PS3
- DESTINY**
ACTIVISION
XBOX ONE, PS4, XBOX 360, PS3
- DRAGON AGE: INQUISITION**
EA
XBOX ONE, PS4, XBOX 360, PS3

THE WITCHER 3:
WILD HUNT
WBIE/XBOX ONE, PS4, PC

24

FINAL FANTASY
TYPE-0 HD
SQUARE ENIX/PS4, XBOX ONE

17

MORTAL KOMBAT X
WBIE/XBOX ONE, PS4, XBOX 360, PS3, PC

14

DEAD ISLAND 2
DEEP SILVER/XBOX ONE, PS4

tbd



MARCH



BATTLEFIELD: HARDLINE
EA/XBOX ONE, PS4, XBOX 360, PS3, PC

17

BLOODBORNE
SCEA/PS4

24



JUNE
BATMAN:
ARKHAM KNIGHT
WBIE/XBOX ONE, PS4, PC

02

METAL GEAR SOLID V:
THE PHANTOM PAIN
KONAMI/XBOX ONE, PS4, XBOX 360, PS3

tbd

MONSTER HUNTER 4:
ULTIMATE
CAPCOM/3DS

tbd

YOSHI'S WOOLLY WORLD
NINTENDO/Wii U

tbd



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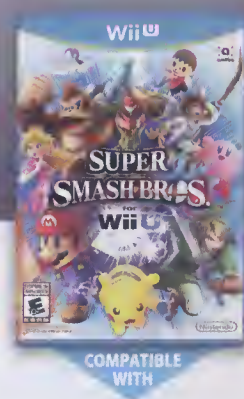


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Super Smash Bros. for Wii U is rated Everyone 10+ with Comic Mischief, Cartoon Violence and Mild Suggestive Themes by the ESRB. Figure shown not actual size. Compatibility and functionality of amiibo may vary per game. Software updates may be required. Visit amiibo.com for specific details on how each amiibo works. Games, system and amiibo figures sold separately.

5

to **PLAY**



NEW GAMES
YOU DON'T
WANT TO MISS





CALL OF DUTY: ADVANCED WARFARE

1

- PUBLISHER ACTIVISION
- DEVELOPER SLEDGEHAMMER GAMES
- PLATFORMS XBOX ONE, PS4, XBOX 360, PS3, PC
- RELEASE DATE 11.03.2014

"Across the game, there are a huge number of new features in both the single-player campaign and multiplayer. We've added an upgrading system to the campaign and a loot system to multiplayer, both of which will allow players to improve and grow their characters in the game. You can also now use a boost-jump, which really changes how the game is played by putting a huge emphasis on verticality and gives you greater freedom of movement. I think it's going to add a whole new dimension of skill to the game. We've also changed up the pacing of the levels in the campaign. While some are fast-paced and hectic, we also have some that are slower paced and emphasize stealth or the story. We really wanted to immerse the player into our new world, and we were willing to let the levels breathe a little more and take more time to play."

— BRET ROBBINS, CREATIVE DIRECTOR, SLEDGEHAMMER GAMES

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5

to **PLAY**

HALO: THE MASTER CHIEF COLLECTION

2

- PUBLISHER MICROSOFT STUDIOS
- DEVELOPER 343 INDUSTRIES/BUNGIE
- PLATFORMS XBOX ONE
- RELEASE DATE 11.11.2014

"This is, quite simply, the ultimate collection for *Halo* and first-person-shooter fans. Besides an Anniversary Edition of *Halo 2*, which has remastered graphics, newly remade cinematics by Blur — which are just jaw-dropping — and a re-recorded soundtrack and sound effects we did at Skywalker Sound, the collection includes every multiplayer map ever released. There's over a hundred in all, including six iconic maps from *Halo 2* that have been reimagined. All of the games also now run at 60 frames per second and in 1080p, which makes them look and play better than they ever have before. The collection also includes the live-action digital series *Halo: Nightfall* and access to the *Halo 5: Guardians* multiplayer beta in December. *Halo: The Master Chief Collection* has been lovingly crafted as the ultimate gift to *Halo* fans. It's an offering no other game out there can compete with."

— DAN AYOUB, EXECUTIVE PRODUCER, 343 INDUSTRIES

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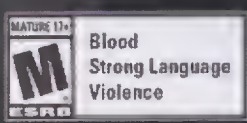
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5

to PLAY



DRAGON AGE: INQUISITION

3

■ PUBLISHER ELECTRONIC ARTS

■ DEVELOPER BOWARE

■ PLATFORMS XBOX ONE, PS4, XBOX 360, PS3, PC

■ RELEASE DATE 11.18.2014

"The exploration is the biggest thing we've added. We now have an open world, with two major nations to explore. When you look at role-playing games, they tend to be strong on story, like ours usually are, or they're strong on open worlds, like *Skyrim*. But the ability to have quality storytelling with a massive open world is just incredible. We've also brought back the tactical camera from *Dragon Age: Origins*, though we've enhanced it and improved it, so it's not as limited. You can now, for instance, hold it above an enemy and see their stats. We also brought back the playable races, so unlike in *Dragon Age II*, where you had to be a human, you can now also play as an Elf, a Dwarf, or, for the first time, a Qunari. *Inquisition* also has much deeper customization options, so you can not only pick your race, gender, and how you look, but even your voice as well."

—CAMERON LEE, PRODUCER, BOWARE

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PS4

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AWAITS

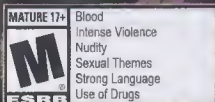
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5

to PLAY

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LITTLEBIGPLANET 3

4

■ PUBLISHER SONY COMPUTER ENTERTAINMENT

■ DEVELOPER SUMO DIGITAL

■ PLATFORMS PS4, PS3

■ RELEASE DATE 11.18.2014

"We've added loads of new features to *LittleBigPlanet 3*. For starters, Sackboy now has five new power-ups at his disposal that give him new ways of interacting with the world. A personal favorite is Blink Ball, which put the power of teleportation into a natty hat. Sackboy can fire a bouncy ball from its precision nozzle, and when it hits a teleportation point, Sackboy is immediately transported to it. There are also three new playable characters: Oddsock, who's agile and built for speed; Toggle, who's a hefty, doddering oaf one moment and then, at the touch of a button, he's a nimble little scamp; and Swoop, who's a pilot who can hover among the clouds before tucking in his wings and barrel-rolling into a steep dive. All of this comes in handy, since the environments now have much more depth, which allows us to create more immersive spaces and intricate level layouts."

— NED WATERHOUSE, DESIGNER, SUMO DIGITAL

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ADVENTURE

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Cartoon Violence

A large, stylized illustration of the legendary Pokémon Primal Groudon and Primal Kyogre. Primal Groudon is on the left, a dark brown, rocky creature with sharp, crystalline spikes and a large, jagged horn. Primal Kyogre is on the right, a blue, aquatic creature with a large, white, star-shaped horn and sharp, crystalline spikes. They are both looking towards the center. The background is a mix of blue and brown, suggesting a sky and a cave or underwater environment.

5

to **PLAY**

.....

POKÉMON OMEGA RUBY and ALPHA SAPPHIRE

5

- PUBLISHER NINTENDO
- DEVELOPER GAME FREAK
- PLATFORMS 3DS
- RELEASE DATE 11.21.2014

For the first time in nearly a decade, players will return to the Hoenn region, which now includes a cave previously thought to be just a legend. In both games, legendary Pokémon Groudon and Kyogre undergo a powerful transformation known as the Primal Reversion. Players will learn more about the mystery behind Mega Evolution, as more and more Pokémon gain this ability. But the coolest thing about *Pokémon Omega Ruby* and *Pokémon Alpha Sapphire* is that some Pokémon can use a new ability, Soar, that allows you to pilot a Pokémon through the 3D skies and explore areas you can reach only by taking flight. Besides visiting places in the clouds and far-off islands, you'll be able to locate Mirage spots where, if you're lucky, you just might discover valuable treasures as well as Pokémon you won't find anywhere else. All of this makes us glad these games also include Super-Training Regimens, which can really help your Pokémon get big and strong.

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10 secrets

of **SUNSET OVERDRIVE**



BY PAUL SEMEL

The over-the-top, totally punk-rock shooter *Sunset Overdrive* wears its influences on its sleeve, be it the movie *The Warriors*, the TV show *The Young Ones*, or the music of The Clash. According to Insomniac president/CEO Ted Price, game director Drew Murray, creative director Marcus Smith, lead writer Jon Paquette, and senior designer Cameron Christian, however, developers kept plenty of fun stuff close to the vest.

01 | JUKE BOX HERO

As mentioned in the intro, *Sunset Overdrive* was inspired by many things, including the song "Lost in the Supermarket" by The Clash, which may seem obvious, given the game's punk rock aesthetics. As Murray explains, though, it runs deeper than that. "We actually had the pre-production team pitch mission ideas based on songs," he says, adding, "Aside from The Clash's contribution, they also created missions based on 'I Don't Wanna Go to the Party' by The Riverdales, The Who's 'Won't Get Fooled Again,' and 'Destroy Everything You Touch' by Ladytron."

02 | CLEAR THE CACHE

The thing about taking inspiration from movies and TV shows as well as music is that it might get you into trouble with your company's H.R. department. Well, if you admit it in an interview with a nationally distributed video game magazine, that is. "You'll find some interesting things if you look at the search history on my computer," Paquette admits, "including lots and lots of pictures of cheerleaders. You know, for research."



03 | ESCAPE TO PLASTIC BEACH

Aside from movies, TV, and music, the look of *Sunset Overdrive* also came from a number of different artists, including I Love Dust, Julien "Leroy Vanilla" Renoult, and Vasilis Zoren. But the original look was inspired by a sort-of fictional cartoon rock band with a thing for old actors. "When we started," Smith explains, "our characters looked like they were straight out of a Gorillaz video, both proportionately and the fact that they didn't have pupils. But while Gorillaz was a great starting point, we ultimately decided to make sure we were making something that was our own."

04 | BLACK HOLE SUN

Of course, the problem with a game taking inspiration from a movie, TV, and music is that if those things were themselves inspired by games, you run the risk of destroying the space/time continuum. But clearly the Insomniac team doesn't care about reality. "We would have movie nights," Christian says, "and one night we watched *Scott Pilgrim vs. The World*, and soon after we were prototyping fourth-wall breaking text effects in. It's kind of a funny circle since the movie itself was inspired by games." Yeah, it's real funny ... until someone loses a universe.

05 | SURFIN' MS HEY

We know you get very excited when you hear about a new game you really want to play. And so do the people at Insomniac ... even when it's their own. As Price recalls, "One of my favorite moments during our initial pitch to Microsoft was when Drew jumped up on a chair and 'table surfed' to provide an example of traversal."



06 | THE BLOODY SYSTEM

Thanks to such games as *Ratchet & Clank* and *Resistance*, the people at Insomniac are known for creating sadistically creative weapons for their games. Murray admits that doing so sometimes requires research. "When we were coming up with ideas for the weapons and traps in *Sunset Overdrive*, the designers took a field trip to a local hardware store and came up with ideas for makeshift instruments of destruction based on what they saw there," he says.



07 | SURF CITY

While Insomniac designers have been making games for 20 years, even they sometimes make mistakes — often with hilarious results. "A few weeks ago, the water plane across the city in the game got raised a few meters, which resulted in it being flooded," Murray says. "Which was really cool if you were just messing around, but not if you were trying to play the game."

08 | EXTENDED EMPIRE

As you know, the outbreak of monsters in *Sunset Overdrive* is caused by an energy drink called OverCharge Delirium XT. To promote the game, Insomniac actually made some. But they didn't hand them out just to friends, coworkers, and thirsty journalists. "We actually sent one to TheReportOfTheWeek, who reviews energy drinks online," Paquette says. "He gave it an 8.5 out of 10."



09 | DROP DEAD DIVA

One of the voice actors in *Sunset Overdrive* is Jess Harnell, who's also the voice of Ironhide in the *Transformers* movies and Wakko Warner in *Animaniacs*. And, apparently, someone who loves to lie down. "Whenever someone asks Jess if they can get him anything when he's recording, he always says, 'How about a hammock?'" Paquette explains. "So finally our engineer Serge brought him a hammock. Jess recorded about a dozen lines while lying in it."

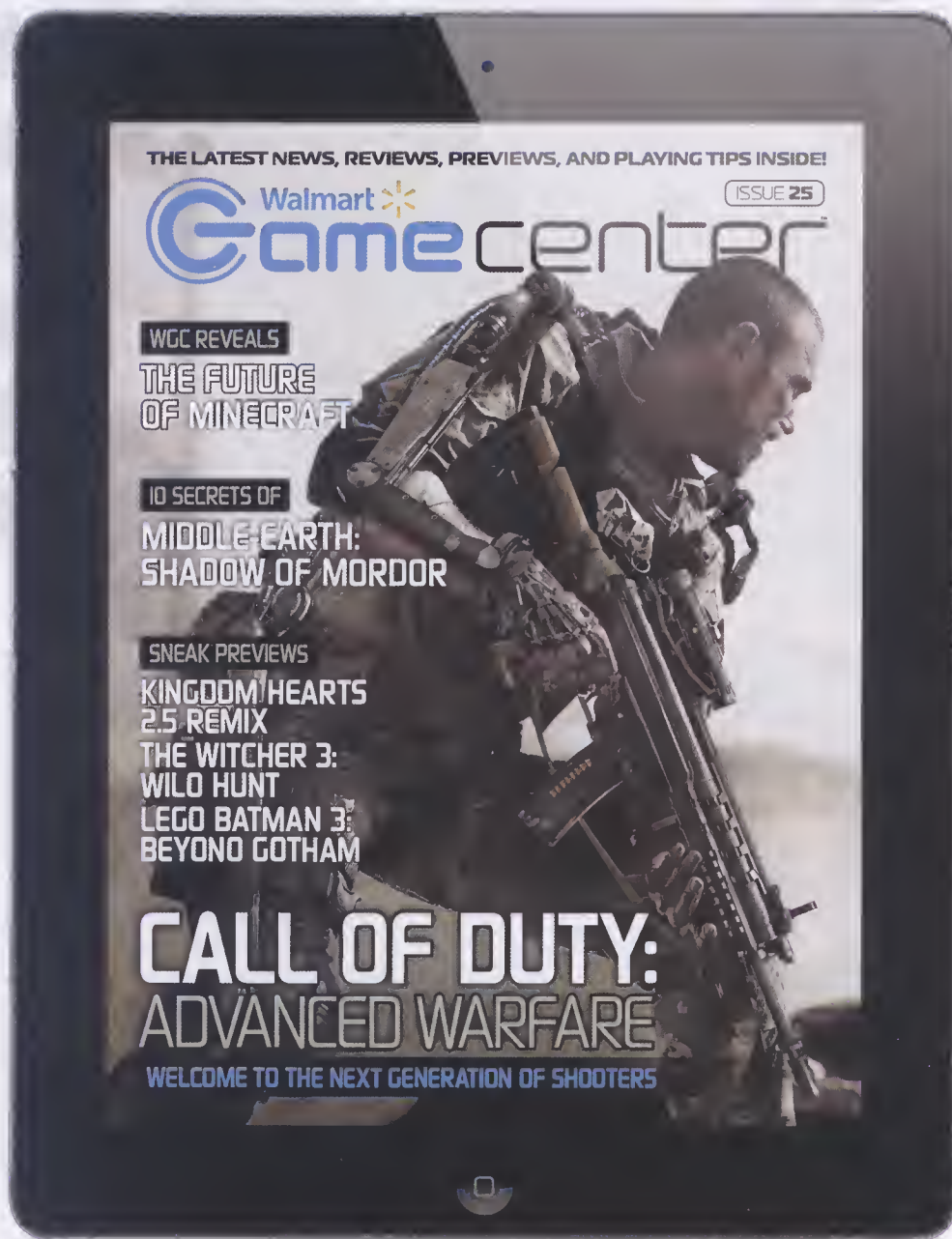


10 | A FAMILY AFFAIR

Finally, there's this fun little tidbit: "There's an Easter Egg in the game with a secret three-piece outfit based on my daughter Ainsley's clothes that's unlockable," Murray says, "but I'm not telling how to do it." Challenge ... accepted.



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2015 GAMER GEAR GUIDE

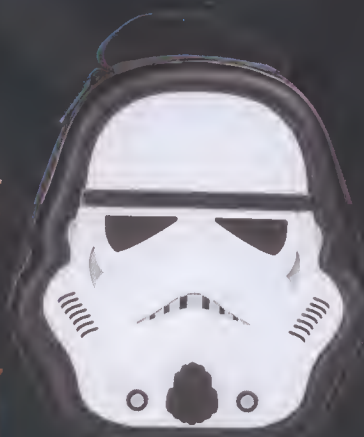


PRO EX WIRED CONTROLLER
FOR THE PLAYSTATION 3



SKYLANDERS MINI
ADVENTURE CASE

NINTENDO DS
STAR WARS
HELMET
SYSTEM CASE



XBOX ONE
CHARGING STATION



SKYLANDERS FUNPLAY
HIDEAWAY FLYNN'S SHIP



REALTREE PRO EX
WIRED CONTROLLER

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Jon, our graphic designer, wears RealTree™ camo to the office. We're still not sure why, but he convinced us that that world needs tactical controllers. Turns out, he was right about it being a cool idea. Tammy, our sales coordinator with anger management issues, was frothing about always having to buy batteries, so we built the PS4 controller charging station. Everyone feels a lot safer now. James, our marketing

director, is a big man with small hands. He demanded that we build a controller for him, so the Mini Series Controllers were born — another awesome idea.

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PowerA™
Amplify Your Experience

GAMER GIFT GUIDE

The holidays are a time for love, cheer, and presents for your friends and family. And if those closest to you are gamers, these accessories are the perfect gifts.



CHROME DOME

Tired of your big brother beating you at every single Wii and Wii U game? Maybe you need a smaller controller, made for your hands, not his. Wii Pro Pack Mini Chrome controllers (\$34.96) may look like snazzy Wiimotes and nunchucks, thanks to their chrome finish, but they're smaller than the one that came with your system — 1/5th smaller, for those who just studied fractions — and have bigger "A," "1," and "2" buttons than regular Wii and Wii U controllers. But they work just like your original controllers, so your big bro will have no reason to complain when you beat him at his own game.



HIDE & SEEK

As any hunter will tell you, to sneak up on a wily deer, you have to be dressed well. No, we don't mean tux and tails; we're talking camouflage. But now you can be equally as sneaky when you game with the Walmart-exclusive Realtree Pro EX wired controller for the Xbox 360 (\$29.96), which is patterned after Realtree's Clothing Xtra Green, Snow, and Max-5 camo patterns. All have a 9.8 foot cords (which means they don't need batteries or recharging), and are ergonomically designed so you and your deer friends can play all night long.





HIDDEN TREASURE

Tired of your little brother beating you at every single Wii and Wii U game? Get your revenge with a Realtree Pro Pack controller (\$39.96). It works just like a real Wiimote and nunchuck, but it's ergonomically designed for added comfort, with slightly larger "A," "1," and "2" buttons to accommodate your adult-sized fingers. The Realtree camouflage patterns means your li'l bro won't steal your controller and you'll win by default. The Pro Pack even has built-in Motion Plus, so you can beat Junior at even the newest Wii games.



TURNABOUT IS FAIR PLAY

When playing against friends, there's no shame in losing if the other guy is better. But there's plenty of shame if your controller runs out of juice just when you're about to win. You won't have to worry, though, if you play with a Pro EX wired controller for the PlayStation 3 (\$19.96). Besides being ergonomically designed with soft-touch grips for long games and light-up buttons for when you're playing into the night, it also has a 10-foot cord so you'll never run out of juice before your game is done.



HARD CHARGER

In 2005, Chris Grubb and Neal Mueller climbed Mount Everest ... and they each brought a Nintendo DS so they wouldn't get bored staring at all that snow. But even if you're not going to the top of the world, you need to make sure your DS survives any trip you might take. The Universal Hard Case for DS (\$14.96) not only has a hard shell, but it has a custom foam insert that can be configured to hold a DS Lite, DSi, or DSi XL. There's also room for up to six game cards and a replacement stylus for when some mountain goat runs off with yours.



WEB HEAD

Cleanliness is next to godliness, they say. Or maybe your mom just made that up. Either way, you can make your game room a little neater with the Wii Ultra Wireless Sensor Bar (\$14.96). Compatible with both your Wii and Wii U, this has a 40-foot range as well as a built-in shut-off switch so you won't have to replace the batteries all the time. If you do get caught without power, though, its detachable power cord means you won't have to stop playing while Mom runs to the store for more AA batteries.



GOTTA PRESENT THEM ALL

Back when game cartridges were the size of books, keeping them organized required just an old shoe box. But with DS and 3DS games so small that you can lose them in your shoes, you need something better. The DS Clear Game Case (\$9.96) not only holds up to 16 DS or 3DS games, but displays them in clear plastic so you can easily distinguish *Pokémon Omega Ruby* from *Pokémon Alpha Sapphire*. It even has an adapter so one slot can hold an SD storage card instead.



CAMO CHAMELEON

In stealth action games, not being seen by your enemies means the difference between life and death. So why risk exposure with a regular controller when you can hide in plain sight with the Realtree Pro EX wireless controller for PS3 (\$29.96)? Available in such Realtree camo patterns as Xtra Green, Snow, and Max-5, this ergonomically designed controller features dual vibration motors, comfortable grips, and concave trigger buttons so you can take out any bad guy before he even knows you're there.





ON THE ROAD AGAIN

While the Nintendo DS is called a portable gaming system for a reason, actually traveling with it can be tricky if you want to bring more than one game and an extra stylus or two. That won't be an issue if you have a Nintendo DS Universal Folio (\$9.96). Available in blue, black and pink, this Universal Folio holds any DS system, eight games, three styluses, and even zips up all nice and neat.



STAR TREK

It's one thing to have a sturdy carrying case for your Nintendo DS, it's quite another to have one that looks good, too. Available in red, black and blue, the Mario Universal Transporter (\$19.96) holds up to 20 games and a DS system, with room to spare for accessories. Throw in the shoulder strap, and you'll look like a total hipster. Best of all, the flag has a subtle but artsy image of a certain mustachioed plumber we all know and love.



SHOCK TREATMENT

As marathon sessions of *Destiny* have shown, it's a real bummer when your PlayStation 4 controller runs out of juice in the middle of a raid. But you won't have this problem again after you pick up the DualShock 4 Charging Station for PlayStation 4 (\$29.99). It powers up two controllers at the same time and keeps them organized for when you take a break to do something else, like sleep. Sleep is good.





BACKSEAT DRIVER

The Nintendo DS was made for road trips. But there are times during road trips when — “Ew!” — you have to talk to Mom and Dad, you need to keep your DS safe, yet ready-to-go at a moment’s notice when your parents start talking about how they met (double “Ew!”). The Folio Starter Kit for Nintendo DS (\$24.99) not only holds your DS system, four games and two styluses, but also a car adapter, cleaning cloth and five lower screen protectors.



NO FEAR

If you’re a gamer, you want other gamers to know it so you can play together, and you want non-gamers to know you’re cooler than they are. That’s exactly what will happen if you keep your 3DS XL in the Clear Playthru Case for Nintendo 3DS XL (\$9.96). Not only does it easily connect to your 3DS XL, the clear hard shell protects your system while letting everyone know what cool color 3DS you chose. You can even play with it on, in case you’re worried the stampede to get your autograph might knock it out of your hands.

JOYSTICK JOCKEY

Sometimes, simple is better. With this in mind, we present the Wireless Controller for the Wii U (\$29.96). Laid out like an Xbox controller, it’s slightly smaller with soft-touch grips — good for your little brother, as well as you because it’s more comfortable to hold during lengthy gaming sessions. The controller features a built-in rechargeable battery and its buttons light up for gaming in the dark.





COLOR ME BLIND

When you buy an Xbox One, you get a controller. A plain black controller. So blah. Why not add color to your gaming with the Spectra Illuminated Controller for Xbox One (\$49.96)? With two separate areas that light up with 15 different LED colors, the Spectra has 225 light-up combinations. It also has four brightness settings and three operational modes, dual rumble motors, impulse triggers, as well as 9.8-foot cord, so you can light up your life all night long like Debby Boone throwing a surprise party for Lionel Richie.



POWER DOWN

The only thing worse than having to stop playing a game to eat, sleep, or go to work is having your batteries die. That won't happen on the Xbox One, though, if you have the Xbox One Charging Station (\$29.96). The charging station's LED lights tell you when your controller is all juiced up, and the station doubles as a holder for when they're ready to go, but you have to go somewhere else. It comes with two rechargeable batteries, and plugs into the wall, to keep your Xbox's USB port free and clear.



MAY THE FORCE BE YOUR CARRY-ON

It's one thing to carry your DS around with you; it's another thing to carry it in style. But if you really want to look cool, you'll carry your DS around in a Star Wars Helmet System Case (\$19.96 each). Available in Darth Vader, Stormtrooper, and Boba Fett — what, no love for the light side? — each can carry a DSi, DSi XL, 3DS, 2DS, or 3DS XL, as well as six cartridges and two styluses, and do so like you're a Bothan smuggling plans for the Death Star to the Rebellion.





SKYLANDERS IN FLIGHT ...

One great thing about the *Skylanders* games is that you can take your characters to your friends' homes so your characters can hang out with theirs. But since sticking your toys in your pockets is how your G.I. Joe lost an arm, you need something safer, something like the Skylanders Mini Adventure Case (\$14.96). It stores up to 16 characters and holds a portal in place for when you want to play. It even comes with a removable shoulder strap for when you want to pretend you're the coolest bike messenger in the Skylands.



WATER SPORTS

You coddle your Skylanders too much. I mean really, giving them massages, limo rides to and from the airport, and all-expense-paid trips to Paris? What's next? Are you going to get them the Skylanders FunPlay HideAway Waterfall Skyland (\$29.96), a playset that lets your little buddies go down a waterfall slide, hide in a cave, or enjoy the thrill of a break-away ambush bridge that you activate with a secret switch? It even has a clear stand so it looks like it's floating. Is this really how you want to treat your Skylanders? Oh, it is? Well, then, never mind.



THE SKYLANDERS THE LIMIT

With the new *Skylanders: Trap Team*, you'll collect new villains as well as Traptanium Crystals. But as anyone who's ever played ball in the house has heard rather loudly, crystals can be fragile. So keep your Traptanium Crystals safe with the Skylanders Official Trap Storage Case (\$19.96). It holds 46 crystals, and has slots for every villain you can trap. It even has a wood-grain look because everyone knows crystals deserve the classy look of wood to house them.



COLOR ME BLIND

When you buy an Xbox One, you get a controller. A plain black controller. So blah. Why not add color to your gaming with the Spectra Illuminated Controller for Xbox One (\$49.96). With two separate areas that light up with 15 different LED colors, the Spectra has 225 light-up combinations. It also has four brightness settings and three operational modes, dual rumble motors, impulse triggers, as well as 9.8-foot long cord, so you can light up your life all night long like Debby Boone throwing a surprise party for Lionel Richie.

SHIPS AHOY

If you have a little brother or sister with sticky fingers, you need to keep your Skylanders in a case. But if you can trust them — and, let's be honest, your mom, dad, and dog or cat as well — why not display your favorite characters on the Skylanders FunPlay Hideaway Flynn's Ship (\$49.96)? A re-creation of Flynn's famous sailing vessel, this has a spinning propeller and working oars, and can store up to 20 toys while making the other swab the deck. Clear port windows let you see which characters are in the galley.



(NO) HOLE IN THE SKY

As any serious Skylanders player will tell you, it's tiring to run back and forth from your bedroom (where Mom makes you keep your toys) to the basement (where Mom makes you keep your game consoles) whenever you want to switch characters. But you won't have to do all that running with the Classic Skylanders Travel Tote (\$19.96), which can carry up to 20 figures and has a removable tray so your Giants don't have to rub elbows with your Villains. That's how cooties are spread.



MI CASA ES SU CASA

After a long day fighting villains, there's nothing your Skylanders want more than to sit back and relax. And what better place for them to do so than in the Skylanders FunPlay Hideaway Dr. Krankcase's Lair (\$99.96)? Standing 21 inches tall, this playset glows in the dark and has a working catapult, a crane with a cage, and a cannon. It even comes with stickers so you can make yours look way cooler than your Dad's.



SERVE & PROTECT

Its dual screens make the Nintendo DS such a cool gaming machine. But those screens aren't so cool if they're covered in potato chip dust and soda. So take care of your DS with the Universal Clean and Protect Kit (\$9.96), which not only comes with four stackable cases to keep your games organized, clean, and safe, but three styluses, screen protectors for the bottom touch screen, and two cleaning cloths. Y'know, for when you want to have some chips and soda while you play.

EXTRA LIFE

There's a reason they call it a PlayStation 4 and not a WaitStation 4: You use it to play, not to stare at while you wait for the controller battery to recharge. But you'll never have to do that again with the USB Charging Cable for PS4 (\$9.96). At 6.5-feet in length, this cable will recharge your PS4 controller when you're not using it, and when the battery battery dies, it'll let you keep playing from the comfort of your couch.



PALM PILOT

If you have kids, you know those little cheats like to quit when they're ahead. But that won't be a problem with the Xbox One Mini Series Wired Controller (\$39.96). Not only is it ergonomically designed for those with smaller fingers — so Junior can play for hours without complaining that his hands hurt — it has impulse triggers, dual rumble motors, as well as a 9.8-foot cord so he can't pull "the batteries are dead" excuse, either.



SUPER MAN

While keeping the screens of your Nintendo DS safe and clean is important, it's a lot easier if you have a secure and dirt-free place to store it at night. The DS/3DS Mario Starter Kit (\$11.55) holds any DS or 3DS, and comes with two power-up styluses, a cleaning cloth, and three screen protectors for your handheld's lower screen. Best of all, it has a snazzy selfie of Mario, Luigi, and the rest of the gang just like the one Grandma took of you, her, and your Dad last week.



HOW DOGS MAY INGEST

When you bought your PlayStation 4 last year, it came with an HDMI cable, which your dog promptly chewed. So you bought another, then another and another, until you finally realized it was time for Mr. Wigglesworth to go to obedience school (and to never let the kids name the pets). But you still need a new HDMI cable; you should get the HDMI Cable Version 1.4 (\$19.96), which is 6.5 feet long and has gold-plated connectors. Best of all, it's not meat flavored and doesn't have a name that your pals will laugh at.



DRIVE, SHE SAID

While *Mario Kart 8* isn't trying to be as serious a racing game as, say *Gran Turismo Sport*, you should take it seriously and play it with the *Mario Kart 8* Racing Wheel for Wii U (\$9.96). Not only is it lightweight for driving all night, it has a special button guard on the back that conserves battery life. Best of all, it works with the Wiimote, which means you can use it for *Mario Kart Wii*, as well.

THE ALIEN HAS LANDED

A PC FOR YOUR LIVING ROOM

BY MARC CAMRON

Why have consoles dominated for so long when PCs are usually a full generation ahead in terms of power? Console popularity stems from their ease of use — plug them in, connect them to your TV, drop in a disc, and play. They also fit neatly in your living room, allowing you to relax on your couch and play your favorite games.

For years, the most powerful computers were suited only for a desktop, generally connected to a small monitor and a mediocre sound system. Still, many gamers will tell you the technical sophistication offered in the latest computer games makes the trade-off more than worthwhile.

Efforts to bring high-end computers to the living room have produced mediocre results ... at least until now. The otherworldly geniuses at Alienware have crafted the Alpha, a tiny box with big power meant to give gamers the best of both worlds.

Alienware started with top-notch computer components. Each Alpha contains a latest-generation Intel processor, from dual-core i3 series chips on the low end, up to quad-core i7 processors in the top-of-the-line machines. The custom-built NVIDIA GeForce GTX graphics chips, which contain a generous 2GB of GDDR5, complement the processors.

The technical goodness doesn't end there though. The Alpha also packs in 4-8GB of DDR3 RAM — upgradable to 16GB — which, when combined with the graphics memory, makes for a powerhouse that will tear through graphics intensive games.

Also included are dual-band wireless AC support, Bluetooth 4.0, and plenty of USB ports for all your gear. The latest HDMI inputs and outputs support both 3D and 4K signals, and a selection of nice big hard drives offers plenty of space for all of your favorite games.

All the high-tech components in the world don't make for a revolutionary machine on their own. What the Alpha really needed was a new type of interface to accommodate couch dwellers. So Alienware created a new user interface that eliminates the need for a keyboard and mouse.



The included Xbox 360 controller is all you need to launch the Alpha in Console mode and navigate "Steam Big Picture" to play thousands of games on the Steam store and retail games that can be activated through Steam, the premier PC gaming service.

For those who prefer a complete computer experience, the Alpha can be launched in Desktop mode. With an optional mouse and keyboard, you can take full advantage of the Alpha's Windows 8.1 operating system to surf the Internet, use standard PC software such as Microsoft Office, and even print — something no standard game console has ever been able to do.

What all this means for users is a robust gaming experience with features just not available with standard game consoles.

With thousands of games available on Steam, players can access the latest blockbuster games like *Assassin's Creed Unity* and *Call of Duty: Advanced Warfare*, as well the best games from previous generations. Unlike

**SINCE THIS IS A FULL WINDOWS 8.1 SYSTEM,
PRETTY MUCH ANY COMPATIBLE GAME CAN BE
LOADED UP AND PLAYED ON YOUR HDTV.**

the current consoles that ignore backward compatibility, Steam includes all-time classics such as *Fallout*, *System Shock 2*, and the original *Deus Ex*. As a bonus, PC games are frequently cheaper than their console counterparts, and price reductions generally come sooner after launch, as well.

If you already have a Steam account, all your games are immediately available; the Alpha even supports multiple Steam accounts for families who like to keep their libraries separate. This makes it easy to keep Dad's copy of *Grand Theft Auto* out of the kids' hands.

You aren't limited to Steam, though. Since this is a full Windows 8.1 system, pretty much any compatible game can be loaded up and played on your HDTV. So *World of Warcraft* is available in beautiful big-screen glory just as easily as *Bejeweled*.

Another huge advantage of the Alpha is that multiplayer gaming is free. Unlike Xbox Live and the PlayStation Network, Steam — and many other services such as Battlenet — does not charge a subscription fee to play with your friends online. Isn't it better to spend that extra \$50 a year on a game?

Just to get you started, the Alpha includes \$100 in free software, including such great games as *Awesomenauts*, *Payday 2*, and *Magika*.

Finally, the Alpha supports a massive variety of accessories including keyboards, mice, headsets, flight sticks, steering wheels and more (see sidebar). Whatever your controller preference, the Alpha can accommodate.

So if you have been looking to jump into a the exciting realm of PC gaming, but would like to do so from the comfort of your La-Z-Boy recliner, then check out the Alienware Alpha, perhaps the most versatile new-gen console on the market.



FIVE GREAT STEAM GAMES

Players who are unfamiliar with Steam probably don't know that the online gaming portal offers thousands of games — more than 3,500 at last count — that are compatible with modern PCs. These five great Steam games, all available at a great price, will get you off to a good start.

BIOSHOCK INFINITE

PUBLISHER: 2K GAMES

Shooters by nature are for older gamers, but that doesn't mean they are all violence and no brains. *Bioshock Infinite* features an amazing story, biting social commentary, and off-the-rails action. While still strictly for adults, this is the rare shooter that will make you think as you're mowing down enemies.



THE ELDER SCROLLS V: SKYRIM

PUBLISHER: BETHESDA SOFTWAREWORKS

Role-playing games allow players to immerse themselves in an alternate universe, and few are more successful than *The Elder Scrolls V: Skyrim*. This epic adventure features a massive open world to explore and enough monsters to fill dozens of horror movies. While more family-friendly RPGs exist (this one is rated-M), those over 17 won't find a better one.



INJUSTICE: GODS AMONG US ULTIMATE EDITION

PUBLISHER: WARNER BROS.

Mortal Kombat is one of the best fighting games around, but its extreme level of violence makes it strictly an adults-only game. Fortunately, the same designers created *Injustice: Gods Among Us*, a fighting game featuring heroes and villains from the DC Comics universe. Best of all, the fighting action here is OK for anyone 13 and up.



THE LEGO MOVIE VIDEOGAME

PUBLISHER: WARNER BROS.

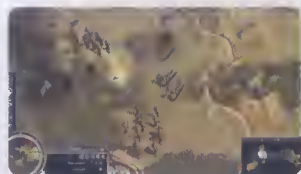
Most *LEGO* games focus on licensed properties, but you shouldn't overlook this awesome game based on the mega-hit movie. In addition to Emmett, you'll be able to play as characters such as Batman, Superman, and Wonder Woman. With great puzzles and some of the best humor in the series, *The LEGO Movie Videogame* is great for all ages.



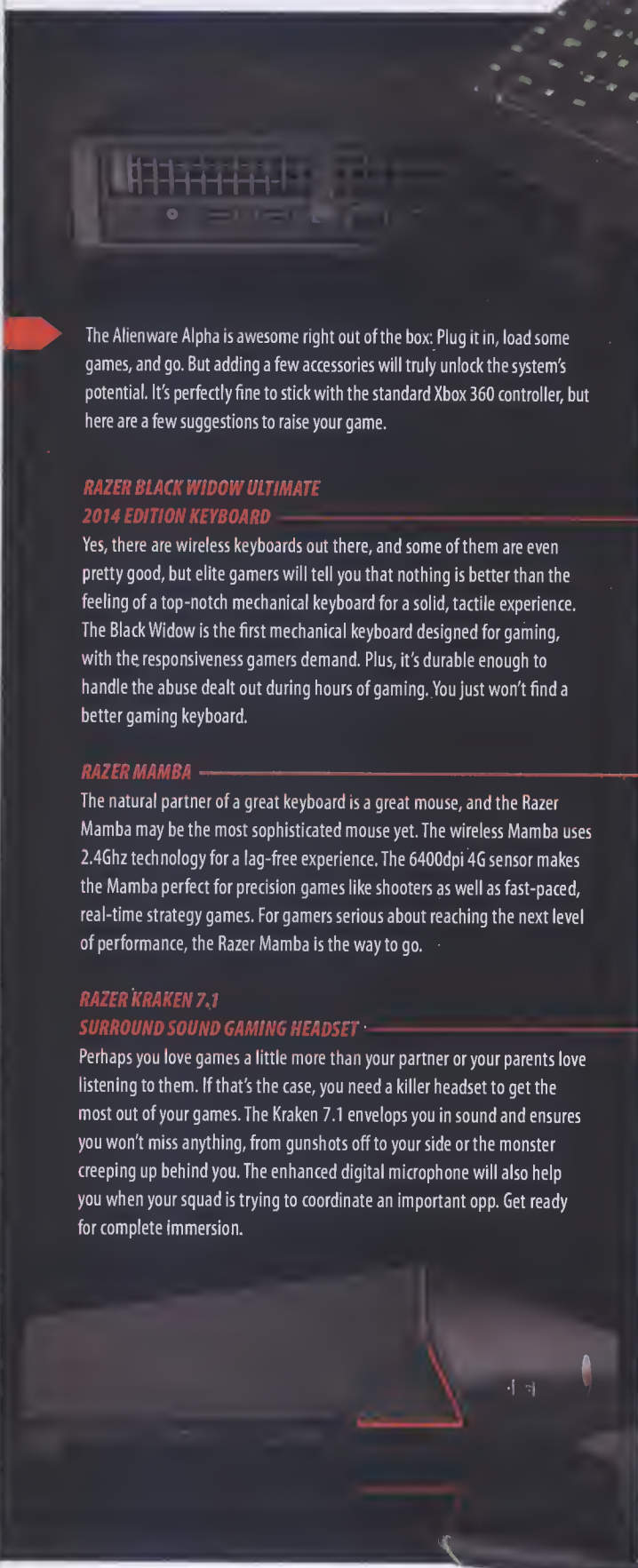
SID MEIER'S CIVILIZATION V

PUBLISHER: 2K GAMES

Civilization V is sure to satisfy players looking for a more thoughtful strategy game. Here, players control the fate of the human race throughout history. Take control of a historic leader and earn victory through diplomacy or war. *Civilization V* is the perfect thinking-person's game for ages 10 and up.



HOW TO ACCESSORIZE



The Alienware Alpha is awesome right out of the box: Plug it in, load some games, and go. But adding a few accessories will truly unlock the system's potential. It's perfectly fine to stick with the standard Xbox 360 controller, but here are a few suggestions to raise your game.

RAZER BLACK WIDOW ULTIMATE 2014 EDITION KEYBOARD

Yes, there are wireless keyboards out there, and some of them are even pretty good, but elite gamers will tell you that nothing is better than the feeling of a top-notch mechanical keyboard for a solid, tactile experience. The Black Widow is the first mechanical keyboard designed for gaming, with the responsiveness gamers demand. Plus, it's durable enough to handle the abuse dealt out during hours of gaming. You just won't find a better gaming keyboard.

RAZER MAMBA

The natural partner of a great keyboard is a great mouse, and the Razer Mamba may be the most sophisticated mouse yet. The wireless Mamba uses 2.4Ghz technology for a lag-free experience. The 6400dpi 4G sensor makes the Mamba perfect for precision games like shooters as well as fast-paced, real-time strategy games. For gamers serious about reaching the next level of performance, the Razer Mamba is the way to go.

RAZER KRAKEN 7.1 SURROUND SOUND GAMING HEADSET

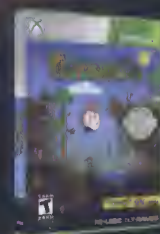
Perhaps you love games a little more than your partner or your parents love listening to them. If that's the case, you need a killer headset to get the most out of your games. The Kraken 7.1 envelops you in sound and ensures you won't miss anything, from gunshots off to your side or the monster creeping up behind you. The enhanced digital microphone will also help you when your squad is trying to coordinate an important opp. Get ready for complete immersion.

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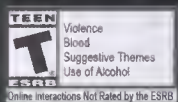


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COVER STORY

EVOLVE

HUNT OR BE HUNTED

BY JOSH HARMON

- PUBLISHER 2K GAMES
- DEVELOPER TURTLE ROCK STUDIOS
- PLATFORMS XBOX ONE, PS4, PC
- RELEASE DATE 02.10.2015



As a gamer, you've probably sat down and told your friends all about your dream game, that perfect concoction of mechanics and features that no developer seems to be making. On the inside, we're all armchair game designers — and sometimes, it turns out, even professional game designers are the same way. >

COVER STORY

"*Evolve* started as one of those — just a crazy idea from a bunch of guys who'd probably never get the chance to build it," says Chris Ashton, Turtle Rock Studios co-founder and design director on the game. "We just wanted to hunt monsters together with sci-fi gear. Someone else would play as the monster, who could eat stuff and grow larger over time. We spent hours thinking of cool tracking gadgets, traps, and weapons, about how the game would flow, and

what kinds of monsters we could be. We were already playing it in our minds."

What sets *Evolve* apart, of course, is that Turtle Rock did get a chance to deliver on their crazy idea, and the result has grown into one of the most promising, most hotly anticipated titles in recent memory. At the heart of the concept is the gritty sci-fi world of Shear, a planet on the edge of colonized space teeming with wildlife that's every bit as deadly as it is distinctive.

Phil Robb, creative director and studio co-founder, says, "The people here are tough and resourceful and maybe a little crazy. The settlements feel like an Old West railroad town: dirty, out of place, and under siege. It turns out we're not the only aliens trying to claim the planet. The Monsters, intelligent and merciless with motives that aren't clear, want it, too, and they're willing and able to kill every human on Shear to take it."



Cue *Evolve's* 4-on-1 showdowns, in which a quartet of human Hunters is dropped into an unforgiving environment and challenged with taking out a single, hulking Monster. This is a game that's all about the thrill of the hunt, distilled down into tight matches that last, on average, between 10 and 20 minutes. The Hunters struggle to track down the Monster while fending off hostile fauna. Meanwhile, the Monster attempts to eat its way up the

food chain while hiding out from its pursuers in the hopes of becoming strong enough to conquer all.

Ashton believes it's the game's central asymmetry makes each round so tense. "There are millions of ways that scenario can play out," he says. "You know that the two sides aren't the same, so you can't predict the outcome."

In one corner, you have the Hunters, four players armed to the teeth with imaginative >

"WE SPENT HOURS THINKING OF COOL TRACKING GADGETS, TRAPS, AND WEAPONS, ABOUT HOW THE GAME WOULD FLOW."

— CHRIS ASHTON, TURTLE ROCK STUDIOS CO-FOUNDER AND DESIGN DIRECTOR



THE ELEMENT OF SURPRISE

Now that Turtle Rock has pulled back the curtain on *Evolve's* Hunters and most of its monsters, you might think you've seen the last of the game's surprises. If you were lucky enough to participate in one of the game's alphas, you might even wonder if all that *Evolve* has in store for you come launch day is more of the same.

"EVER WONDER WHAT HAPPENS AFTER THE NUCLEAR POWER PLANT IS DESTROYED BY THE MONSTER OR SAVED BY THE HUNTERS?"

— CHRIS ASHTON, TURTLE ROCK STUDIOS CO-FOUNDER AND DESIGN DIRECTOR

Rest assured, says design director Chris Ashton, that's not the case. "We still have some tricks up our sleeve," he teases. "Turtle Rock's always been driven by the idea of replayability. That's one reason we have so many characters, perks, monsters, environments, and wildlife. Add multiple game modes to the mix, and then think about all the ways that we can arrange that stuff. Then there are the map objectives. Ever wonder what happens after the nuclear power plant is destroyed by the Monster or saved by the Hunters?"

FUTURE
EVOLUTION

These days, it's hard to imagine a multiplayer game that doesn't get its fair share of regular downloadable content postlaunch, but the team behind *Evolve* is taking an unexpected approach. "New maps will always be free. You never have to worry about the servers booting you out or not being able to join your friend because he has different content than you," promises design director Chris Ashton.

**"WE BELIEVE WE CAN
DO RIGHT BY THE
PLAYERS AND STILL BE
SUCCESSFUL"**

— CHRIS ASHTON, TURTLE ROCK STUDIOS CO-FOUNDER AND DESIGN DIRECTOR

"We don't care if that kind of stuff makes a lot of money. We believe we can do right by the players and still be successful." Similarly, when the game gets a new monster as DLC, you'll be able to play against it regardless of whether you've purchased it or not. Ashton also says that adding new Hunters to the game is a definite possibility, but ultimately what kind of content — and how much of it — the team adds to the game following launch is going to come down to the response from the community.

**"THOSE BECAME OUR FOUR ROLES: ASSAULT,
TRAPPER, MEDIC AND SUPPORT."**

— CHRIS ASHTON, TURTLE ROCK STUDIOS CO-FOUNDER AND DESIGN DIRECTOR

sci-fi gadgetry, each specialized to serve a certain role. That class-based nature is fundamental to the game, but it took the team at Turtle Rock a long time to discover.

"Originally, we just had a ton of gear to choose from. Players could take whatever they wanted: a Medgun, a Lightning Gun, and a Mobile Arena, for example," Ashton says. "It was hard for teammates to collaborate, and it was easy for people to choose bad combinations."

To solve that problem, he says, Turtle Rock took a step back and looked at what strategies had developed among the most effective teams and what roles they found themselves most naturally falling into during playtests. "Those became our four roles: Assault, Trapper, Medic and Support."

Once that framework was in place, Turtle Rock's designers mixed and matched their best gameplay ideas to discover clever new expressions for those classes.

In the other corner is the singular Monster, an enormous beast controlled from a third-person perspective. The Monster starts each match as a weakling, but as it hunts, it evolves to gain additional health and new special attacks. If the Monster makes it to level 3, it's a force to be reckoned with, even in a straight-up fight with all four Hunters.

Turtle Rock has unveiled two of the three Monsters that will be available at launch. The Goliath, a bulky, apelike beast, specializes in smashing its way out of tight spots but can also breathe fire and hurl chunks of earth at the Hunters. The Kraken is a squid-headed creature that can take to the skies and rain down electrical attacks.

They're a solid — and solidly intimidating — pair, but Ashton says developers needed considerable trial-and-error to find out what Monsters would work best in the game, with early attempts proving too far out there for the average player. "People looked at them and asked, 'Where's its face?'" he remembers. The designs that ultimately worked, he says, were those for which artists took familiar monster archetypes and added their own distinctive twists. "Goliath has a lot of Godzilla and King Kong in him. Kraken has a lot of Cthulhu in him."

Evolve's lengthy journey from what-if to finished blockbuster isn't quite finished yet. Before the February launch, designers have plenty of work left in the final polish and tuning, and they will even conduct a beta test to help with that. But you could already consider *Evolve* a dream come true for the group of developers who thought of that first crazy idea all those years ago. With any luck, it'll end up being one for players, too.



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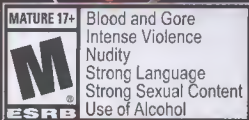


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XBOX ONE

PS4

PC DVD-ROM

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CD PROJEKT RED



HUNTING PARTY



PARNELL

MARKOV

HYDE

ABE

GRIFFIN

MAGGIE

// CLASS 1: ASSAULT

As the best damage dealers, Assaults are all about dishing out damage to the Monster and using their personal shields to survive the counterattack.

CHARACTER 1A:

Parnell's explosive pellet-shooting combat shotgun and multifire rocket launcher make him beastly in close-quarters combat, but he also brings an interesting element of risk and reward to the Assault class. Activating his special Super Soldier ability, he can put his suit into overdrive for a burst of extra power, but each use damages Parnell and leaves him vulnerable.

CHARACTER 1B:

Markov's lightning gun can chain between targets, making it a fantastic choice for fending off attacks from wildlife. He also has an assault rifle that's handy for chipping away at the Monster at a distance, and arc mines that can be placed around an objective as a form of defense or thrown down during a hectic battle to deliver huge damage.

CHARACTER 1C:

Nothing says full frontal assault quite like a good old-fashioned flamethrower, and that's where Hyde comes in. Of course, if that's not enough firepower for you, he's also got a minigun for midrange engagements and toxic grenades that deal damage over time to any wildlife unlucky enough to get caught in the poisonous green cloud.

// CLASS 2: TRAPPER

The Trapper's job is to track down the Monster and contain it inside the dome of the mobile arena to force a showdown.

CHARACTER 2A:

When the Monster eats an animal that Abe has tagged with one of his tracking darts, the darts alert Hunters to its position — a powerful proposition, but one that requires a bit of luck. Once Abe has the Monster in range, he can use his stasis grenades to slow its movement and pump his shotgun to inflict up-close damage.

CHARACTER 2B:

Griffin's sound spikes can be used to lay out a network of sensors, notifying the Hunters whenever the Monster runs through their detection radii. Though it can take time for Griffin to effectively track his prey, he makes up for it with a harpoon gun that's remarkably handy for shutting down the Monster's attempted escape.

CHARACTER 2C:

Maggie can use her pet trapjaw, Daisy, to sniff out the Monster's trail and point the Hunters in the right direction, making her invaluable at locating a particularly sneaky opponent. Her harpoon traps are stationary and take time to arm, however, so she's not quite as effective at slowing down a Monster on the run as the other two Trappers.

MEET THE 12 HUNTERS YOU'LL BE TAKING INTO BATTLE WHEN EVOLVE LAUNCHES EARLY NEXT YEAR



CABOT



HANK



BUCKET



CAIRA



VAL



LAZARUS

// CLASS 3: SUPPORT

The most varied of *Evolve*'s classes, Supports aid the team in myriad ways, but they all can temporarily cloak themselves and nearby allies.

CHARACTER 3A:

Cabot's great at helping Trappers and dealing damage to the Monster. His orbital dust strike coats a large area of the level with particles that reveal the Monster's outline — even when it's sneaking. His rail rifle punctures walls for surprise attacks, and his damage amplifier beam makes its target take even more punishment from other players.

CHARACTER 3B:

With the orbital barrage, Hank deal tons of damage to the Monster in one go, but only if he can count on it staying in one place for few seconds. When he's not coordinating with the team to set up that bombardment, he can shoot away with his rapid-fire laser cutter and shield teammates from long range with his shield protector.

CHARACTER 3C:

The token robot of the team, Bucket can detach his head and send it skyward as a UAV in the hopes of detecting the Monster. Once the Hunters have cornered their quarry, he can also set up sentry guns that deal damage and give the Monster extra targets to worry about, or take potshots from afar with his guided-missile launcher.

// CLASS 4: MEDIC

All Medics have a healing burst that instantly heals nearby Hunters, but they can each do much more than sit around and dish out health.

CHARACTER 4A:

Caira is, in a word, explosive. Her grenade launcher sports two firing modes: One sends out fiery Napalm grenades; another shoots healing grenades that top off anyone in their blast radius. She can also give herself and nearby Hunters a burst of speed with her acceleration field, closing the distance during a tricky chase.

CHARACTER 4B:

Val's handheld, beam-shooting medgun makes her seem like a traditional medic, but you'll quickly realize she's the most help to her team when she's juggling healing duties with her armor-piercing sniper rifle to create weak points on the Monster, and her tranquilizer gun which slows it down when it tries to get away.

CHARACTER 4C:

With only the slow-to-recharge healing burst to keep his allies fit, Lazarus mostly takes an extreme approach to keeping the team alive. Namely, he waits until they're already dead, then brings them back to life as many times as he wants. That, coupled with a personal cloaking device for sneaking around, makes him great for staging late-game comebacks.

- PUBLISHER SONY COMPUTER ENTERTAINMENT
- DEVELOPER READY AT DAWN, SCE SANTA MONICA STUDIO
- PLATFORMS PS4
- RELEASE DATE 02.20.2015

THE ORDER: 1886

19TH CENTURY GUNPLAY FEATURES A 21ST CENTURY KICK

BY ANDREW FITCH

When you're a developer tasked with crafting a third-person shooter set in alternate-history Victorian London, part of the immersion is making sure the weaponry feels authentic to the time — while including the intense gunplay players expect in a game like this.

That's a challenge Ready at Dawn addressed head-on as its developers pondered how a late-19th century version of the Knights of the Round Table would go about challenging fierce werewolf-like beasts known as Half-Breeds.

"At this point in the story, they've realized that in order for them to finally win the battle over the Half-Breeds, they have to commission the best weapon-makers in the world," game director Dana Jan says. "With that in mind, we started looking at it like this from a design perspective: What are interesting ways to propel something, to weaponize something?"

Just as the Industrial Revolution redefined life forever in our own world, the same holds true in the world of *The Order: 1886*. The furious pace of innovation means that humanity finally has an ace up its sleeve in the battle against the Half-Breeds: firepower.


"This war, which has had a status quo for the better part of a thousand years, suddenly

changes with the Industrial Revolution," says Ru Weerasuriya, Ready at Dawn's chief creative and executive officer. "That equilibrium is changed by machinery and inventions."

Part of expressing that innovation is imparting the feeling that the heroes of *The Order: 1886* are willing to risk life and limb to craft weapons that grow more and more powerful.

"With the prototype weapons, part of the allure of them to us was the feeling that it looks just as dangerous to the operator as it does to the one on the receiving end," Jan says. "That's the fun of the weapons. While they don't necessarily look comical, there's an element of danger to some of them — they actually feel a little bit on the edge."

At the same time, however, Ready at Dawn didn't want to follow the direction of another familiar Sony third-person shooter — Insomniac's *Ratchet & Clank* — and create weapons that were more ridiculous than practical.

Art director Nathan Phail-Liff says, "We wanted to make sure nothing felt contrived. We went to a meticulous level of research in trying to find out, as we put together these fantastical devices, how to make them feel grounded in the technology of the era." 

**"WHAT ARE INTERESTING WAYS TO PROPEL SOMETHING,
TO WEAPONIZE SOMETHING?"** — DANA JAN, GAME DIRECTOR





1
PS4/PS5 M2



AN ELECTRIFYING MAN OF HISTORY

When you think of cutting-edge technology in the 19th century, one name comes to mind: Nikola Tesla. The notoriously unhinged Serbian inventor is the perfect fit for *The Order: 1886*'s superweapons. At the age of 30 — the game's time period — the experimental genius is just starting to harness his immense yet unconventional scientific talent.

"Tesla is actually one of our main points of contact in the game," says Ru Weerasuriya, Ready at Dawn's creative director. "He provides weaponry, and he provides devices that he invents — sometimes based on actual things that he did."

Tesla wasn't known for playing it safe, and some of his unbridled enthusiasm and creativity is illustrated through the game's larger-than-life weapons.

"In our game, he's a little bit of a makeshift MacGyver type," says game director Dana Jan. "He's crafty, and he doesn't necessarily put things together in the most beautiful way — but for him, it makes sense."

This isn't the first time Tesla's appeared in a game; he also had a cameo in 2010's *Dark Void*, a sci-fi action title that also featured a fun bit of future tech: a *Rocketeer*-style jetpack in a 1930s setting.

PREVIEW

■ PUBLISHER CAPCOM

■ DEVELOPER CAPCOM

■ PLATFORMS XBOX ONE, PS4, XBOX 360, PS3, PC

■ RELEASE DATE EARLY 2015

RESIDENT EVIL: REVELATIONS 2

LIGHTS, CAMERA, ZOMBIES!

BY JOSH HARMON

While it originally seemed to be nothing more than an attempt to bring a chapter of Capcom's beloved survival-horror franchise to the 3DS, *Resident Evil: Revelations* turned out to be a fascinating new twist on the series — one that combined more classic *Resident Evil* gameplay and storyline elements with a narrative structure that played out similarly to a dramatic zombie-focused television series.

With *Resident Evil: Revelations 2*, Capcom is still breaking up the single-player storyline into more episodic-style chapters. This time around, however, four larger chunks will play out more like mini-movies instead of half-hour network shows.





The main stars of *Revelations 2*, then, will be its pair of protagonists: longtime series staple Claire Redfield and newcomer Moira Burton, daughter of the original *Resident Evil*'s burly, bearded Barry Burton. In most circumstances, you'll be able to switch between the two at any time to make use of each character's particular strengths, or to provide backup if you're caught in a struggle with a horrific mutant.

Claire is the brawn of the duo, specializing in firearms and finding clever ways to take down her foes. Moira, meanwhile, is better at support, using her flashlight to solve puzzles and discover hidden items. When you're the offspring of a famous zombie hunter, however,

you must have a little fight in you, so don't think that Moira will be totally helpless. She can use melee weapons to fight alongside Claire, even executing one-hit kills on zombies that are on the ground.

The pairing of Claire and Moira may be one of the most interesting aspects of *Revelations 2*. (And fans will even be able to team up in campaign co-op.) Even though the series has always featured a selection of strong female characters, *Revelations 2* is the first time in the franchise's history that two women helm a major chapter. The dynamic between the duo — at least in what we've seen in our brief time with the game — is proving to be both interesting and entertaining.

A sizable portion of this fascinating relationship comes from the new kid on the block.

Trust us: *Resident Evil* has never seen a character like Moira. Her more youthful, streetwise take on what's going on and what she's gotten herself into (alongside Claire) provides numerous moments of ridiculously over-the-top reactions that are charming both because of their intended humor and because of how weirdly inappropriate they can be.

Through the years, horror games have become notorious for having protagonists that never seem to properly react to all the madness they're put through. So, even though a Japanese developer such as Capcom might not always capture how a college-age American woman would talk, it's absolutely refreshing to see that character actually acknowledges what's going on around her for a change. **E**

THE PAIRING OF CLAIRE AND MOIRA MAY BE ONE OF THE MOST INTERESTING ASPECTS OF REVELATIONS 2.



PREVIEW

- PUBLISHER WARNER BROS. INTERACTIVE ENTERTAINMENT
- DEVELOPER TECHLAND
- PLATFORM XBOX ONE, PS4, PC
- RELEASE DATE 01.27.2015



DYING LIGHT

WHEN LESS IS MORE

BY ERIC L. PATTERSON

Typically, the hope for any upcoming videogame is that it'll be offered to as many players as possible across as many gaming platforms as can be supported.

However, sometimes a narrower focus is actually the best decision to make for a particular project — which looks to be the case for the upcoming open-world zombie survival adventure *Dying Light*. Originally, developer Techland planned to release the game on both the last generation of consoles as well as the current crop of systems, but the team recently announced the cancellation of the Xbox 360 and PlayStation 3 versions.

"For a very long time, we were adamant that we would be able to deliver a similar experience on all platforms," says *Dying Light* producer Tymon Smektala. "But, as we went deeper into the development of the game, we started hitting walls imposed on us because of the need to keep within the limitations of last-gen consoles."

While it may not always be easy to tell just how those previous pieces of hardware differ from the PS4 and Xbox One, the new systems

bring a huge amount of extra power to open-world games — all things that make the experience richer, not just prettier.


"In *Dying Light*, you can go nearly everywhere, and almost everything that you see on the horizon is a location that you can reach using your free-running skills. We wouldn't be able to achieve this on old-gen systems," Smektala explains. "We wouldn't be able to throw as many zombies at you. We wouldn't be able to make the environment so interactive. We wouldn't be able to present our melee combat in such a visceral, brutal, in-your-face way. Essentially, we wouldn't be able to really immerse you in the feeling of a survivor trapped in a quarantined city."

So, yes, *Dying Light's* availability on gaming systems will now be smaller — but that makes for a bigger, better game for those who've made the jump to new hardware. And that, in the end, is the true promise of the latest batch of consoles from Sony and Microsoft: Giving us experiences that were truly never possible before. 🧟



"IN DYING LIGHT, YOU CAN GO NEARLY EVERYWHERE."

— PRODUCER TYMON SMEKTALA



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**GAME
OF THE
MONTH**

CALL OF DUTY: ADVANCED WARFARE

Since the revolutionary *Call of Duty 4: Modern Warfare* launched all the way back in 2007, the franchise's legacy has been one of refinement rather than huge change. New settings and stories keep each campaign feeling fresh enough, and a slew of new weapons, perks, and tweaks to the Create-a-Class system pushed multiplayer forward. By and large, though, it was obvious you were just playing another take on the same basic formula.

With this year's title, *Advanced Warfare*, that stagnation has been put to bed. To reinvigorate the series, Activision handed lead development duties to a new studio, Sledgehammer Games, and gave its developers a full three years to create a radically different take on *Call of Duty*. The outcome is a solid, cleverly designed shooter that keeps sight of everything that made its predecessors enjoyable while taking those foundations to refreshing, even daring, new places.

At the heart of this leap forward is the 2050s setting and the slate of futuristic gadgetry it brings, most notably the powered exoskeleton. The Exo, as it's known for short, introduces exciting movement options such as double-jumps and jet-boosted dodges; open-ended combat abilities like cloaking; and a deployable riot shield. Alongside other equally cool innovations such as laser weaponry and grenades that can tag nearby enemies or intelligently fly toward a target, the Exo mixes up the fundamentals of both single- and multiplayer in a big way.



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ADVANCED WARFARE DELIVERS COMBAT TOOLS THAT LET YOU BE AN ACTIVE PART OF THE SPECTACLE, THEN BRINGS THEM BACK THROUGH MULTIPLE LEVELS

On the campaign front, you step into the shoes of Jack Mitchell, a Marine who loses his arm in combat. Just when it seems like his fighting days are over, Jonathan Irons, the father of Mitchell's best friend and CEO of the world's largest private military firm, reaches out to offer our hero a second chance. As the newest recruit of Atlas Corporation, Mitchell gets a front-row view of the company's awesome military might — and the moral quandaries that come along with wielding that power. It's far from a perfect story, but it's aided greatly by a strong sense of pacing and an impressive turn from Kevin Spacey, who brings Irons to life through performance capture.

More importantly, however, the campaign delivers beautifully on the gameplay front. Whereas prior *Call of Duty* games introduced cool ideas through one-off, barely interactive sequences, *Advanced Warfare* deliv-

ers combat tools that let you be an active part of the spectacle, then brings them back through multiple levels. The high-speed grappling hook, for instance, appears in three separate levels, including a climactic battle that's one of the biggest, most open-ended, most memorable encounters in *Call of Duty* history.

Multiplayer, of course, benefits greatly from these changes. The added mobility makes each fight less predictable and more exciting, with all three dimensions of movement coming into play. The new Pick 13 system for Create-a-Class, which draws in scorestreak rewards and a new class of Exo abilities, makes building a loadout to suit your play style a much deeper affair than in past installments. Throw in an impressive new game mode, Uplink — the series' take on basketball, only with added double-jumps and gunfights — and the four-player co-op mode Exo Survival, and it's clear that this is the franchise's most robust online offering to date.

That's ultimately what's most impressive about *Advanced Warfare*. *Call of Duty* has never struggled to tack on more features, but it's often been unable to improve upon the its existing ones in any meaningful way. *Advanced Warfare* manages to be both bigger and better, and that's an exciting proposition for the future of the series. 

rating

91%

GOLD

PUBLISHER ACTIVISION

DEVELOPER SLEDGEHAMMER GAMES


PLATFORMS XBOX ONE, PS4, XBOX 360, PS3, PC

RELEASE DATE 11.04.2014



POKÉMON OMEGA RUBY & ALPHA SAPPHIRE:

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ROUTE 102

MANY TRAINERS GATHER ON THIS ROUTE IN THE HOPE OF ENCOUNTERING POKÉMON IN THE WILD.

Compared to other places you've visited, Route 102 is chockfull of wild Pokémon. Spend some time shuffling through this route's tall grass and you will certainly add several new entries to your Pokédex!

Horde Encounters	
<input type="checkbox"/> Lotad	○ α
<input type="checkbox"/> Ralts	▲
<input type="checkbox"/> Seedot	○ Ω
<input type="checkbox"/> Zigzagoon	◎

On the Water	
<input type="checkbox"/> Azumarill	○
<input type="checkbox"/> Marill	◎
<input type="checkbox"/> Masquerain	▲
<input type="checkbox"/> Surskit	△

Tall Grass	
<input type="checkbox"/> Lotad	△ α
<input type="checkbox"/> Poochyena	○
<input type="checkbox"/> Ralts	▲
<input type="checkbox"/> Seedot	△ Ω
<input type="checkbox"/> Surskit	▲
<input type="checkbox"/> Wurmple	○
<input type="checkbox"/> Zigzagoon	○

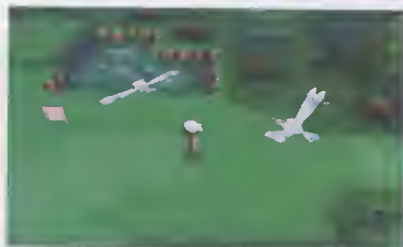


Fishing	
Old Rod	
<input type="checkbox"/> Goldeen	○
<input type="checkbox"/> Magikarp	◎
Good Rod	
<input type="checkbox"/> Corphish	▲
<input type="checkbox"/> Goldeen	○
<input type="checkbox"/> Magikarp	◎
Super Rod	
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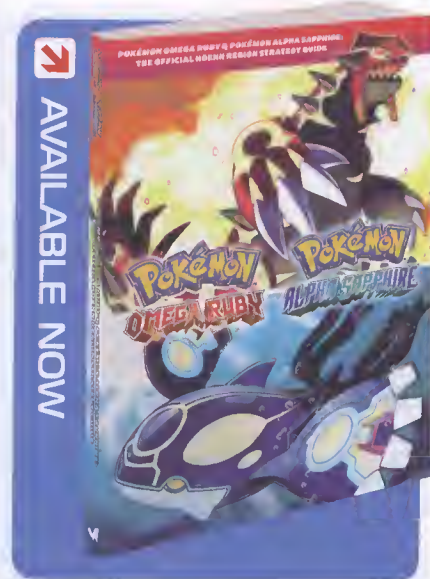
Items	
<input type="checkbox"/> Potion	



1 Check out those Wingull!



Your DexNav goes berserk as you enter Route 102. An overhead flock of Wingull has activated your DexNav! You've no chance at catching those high-flying Pokémon, but it's an impressive lesson in how sensitive your DexNav is. Tap the magnifying glass to open Detector Mode and see what data it could pick up about these passersby.




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SUPER SMASH BROS.™ FOR NINTENDO 3DS & WII U OFFICIAL GAME GUIDE

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MARIO

Trophy Description

As iconic as iconic gets, this gaming celebrity is known for saving the world from Bowser. He's got amazing jumping skills and makes use of a wide range of transformations. In his free time, he plays too many sports to count. In Smash Bros., he's a well-rounded fighter you can rely on. Say it with me: "It's-a me, Mario!"

Smash Attacks



DOWN SMASH DAMAGE 10~12%

Mario swings both legs around in a double-leg sweep attack that sends your opponent to the side. This can be useful when your opponent is trying to grab onto the edge or when you want to catch opponents rolling behind you.

Statistics

MAXIMUM NUMBER OF JUMPS: 2

CAN WALL JUMP: YES

CAN WALL CLING: NO

CAN CRAWL: NO



UP SMASH DAMAGE 14%

This overhead smash is best used to catch opponents falling directly above you. Mario's head is invulnerable during this attack, making it the perfect choice to use against airborne opponents. On a hit, this sends your opponent upward.



SIDE SMASH DAMAGE 14~17%

Mario unleashes an explosive blast immediately in front or behind him. You can guide this slightly up or down.

Final Smash



MARIO FINALE

Mario releases a flurry of fireballs horizontally at everyone in his path. Because the vertical range on this is limited, however, you want to line up directly beside your opponent(s) for the best results. The closer you are horizontally, the more hits you'll be able to land as well. The best time to use this is when you can catch an opponent already off stage—the farther to the side, the better!



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ONE ON ONE WITH PATRIK MÉTHÉ GAME DIRECTOR / FAR CRY 4

WGC: What do you think is critical to making a good open-world game?

Patrik Méthé: There are lots of types of open-world games. Just because a game is described as open-world doesn't mean it needs to fit a certain kind of criteria. On our side, where we shine is that we put a lot of focus on making sure that the world feels alive with or without you. So, if you go around or just stand by the side of the road, you're going to see stuff happening, you're going to see the intersection of all the systems that are in place — whether it's an animal attacking prey or a fight between two factions or even a mix of that.

WGC: When designing the game, what came first: the Himalayan setting of Kyrat or the ideas of adding more verticality to the gameplay with things like the wingsuit and grappling hook?

PM: One of the pillars of *Far Cry*, at least since its reinvention, was the animals. So, after doing bears, tigers, Komodo dragons, and sharks, we needed to take a step back and look at what

tor, went with a bunch of the developers and spent a good amount of time there. And I wouldn't say that we necessarily took anything we got from there and turned it into game systems. But it's been more applied to what you experience in terms of narrative and the characters you encounter. When we went there, it was more about taking a lot of pictures and video footage to bring back so that we could see the real thing without a National Geographic filter. It was to bring back the spirit of the place so we could integrate it into the game.

WGC: What are you most proud of with *Far Cry 4*?

PM: For me, it's something we discussed at the very beginning of the project and set out to do, and I think that we achieved it. And I'm going to take a step back and not just talk about the campaign, but the whole product. What we wanted to do was provide a unified experience. So, whether it's the campaign and making sure everything fits and is believable and links

JUST BECAUSE A GAME IS DESCRIBED AS "OPEN-WORLD" DOESN'T MEAN IT NEEDS TO FIT A CERTAIN KIND OF CRITERIA


other animals we could make in a game. For me, it was a given that it would be the elephant. First, imagine an elephant in the world, and then imagine what you could do if you could ride it and use it against your enemies. Then, we had to ask where it could fit, so we started to look at different places, and Nepal quickly became a really interesting region for us, because it has a wide variety of environments but also has exotic animals like elephants and rhinos. So, the location came first.

WGC: How much of the real world influenced *Far Cry 4*?

PM: I didn't go to the Himalayas personally, but Mark Thompson, the narrative direc-

tor, went with a bunch of the developers and spent a good amount of time there. And I wouldn't say that we necessarily took anything we got from there and turned it into game systems. But it's been more applied to what you experience in terms of narrative and the characters you encounter. When we went there, it was more about taking a lot of pictures and video footage to bring back so that we could see the real thing without a National Geographic filter. It was to bring back the spirit of the place so we could integrate it into the game.

WGC: What other games are you playing right now?

PM: For the last month, all I've played is a bunch of freemium games on the iPad. The only other game I've played, I started two days ago, and it's *Middle-Earth: Shadow of Mordor*.

As game director on *Far Cry 3*, Patrik Méthé knew some of the issues that plagued this still-great title could be addressed in a follow-up. Coming up with solutions to those problems while creating a bevy of new and interesting scenarios was his mantra on *Far Cry 4* — and he and the rest of the development team at Ubisoft Montreal aimed to give players their most insane adventure yet.



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GAME DIRECTOR FOR THE FAR CRY FRANCHISE
GAME HIGHLIGHTS
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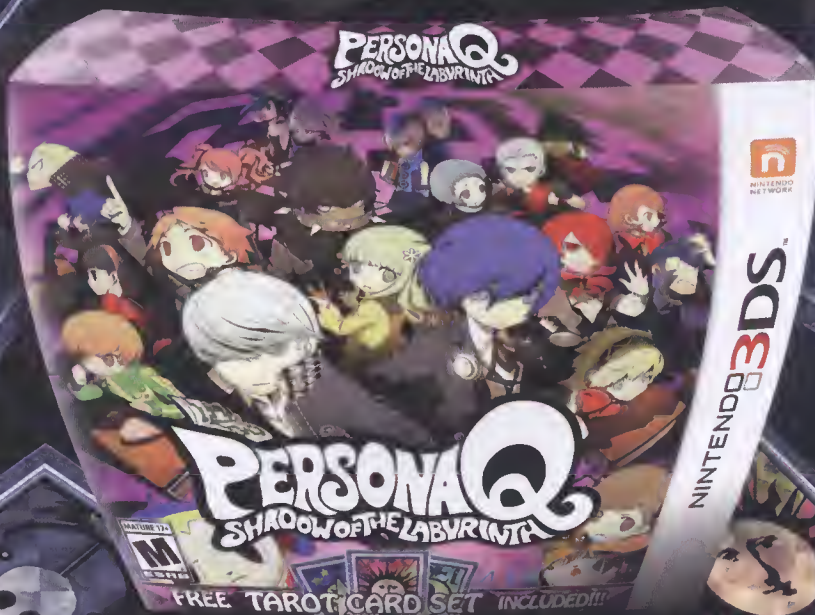
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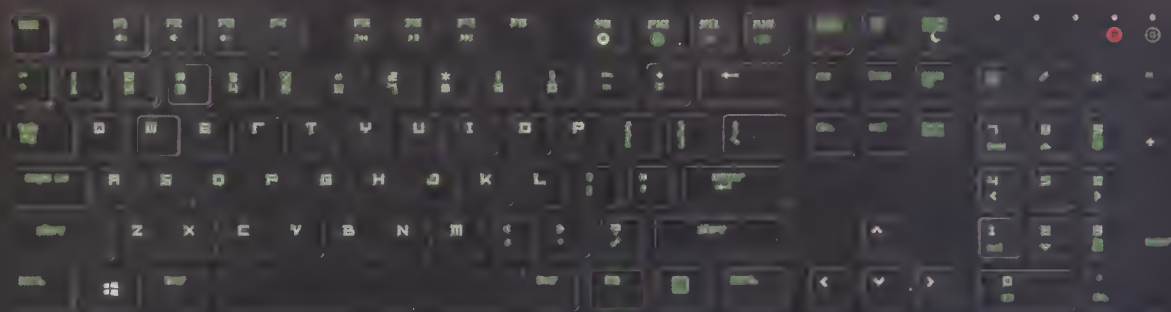
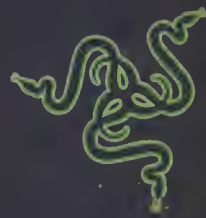
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